Multi-Leveled Hierarchical Control to Optimize Workload of a Service-Oriented Platform

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Table of Contents

- Introduction and motivation
- Basic architecture of the system
- Architecture of the system
- The algorithm
- Experiments results
- Conclusion



Introduction and motivation

- A performance control was and will be a very important part of every computing system
- Modern cloud systems utilize complex system architecture and as a result have a lot of parameters for performance control
- Simultaneous use of several optimization techniques is not widely researched



Basic architecture of the system: Levels

- Physical level
- Virtual level
- Applications level
- Jobs queuing level
- Supplementary level



	Physical Server	
irtual Level	k	
Virtual Machine	Virtual Machines Storage	Applications Storage
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lications Level		
	Application	
	ŧ	
	Application	
obs Queuing Level	ŧ	
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bs Queuing Level	Jobs Queue	
	Jobs Queue	
obs Queuing Level	Jobs Queue	1onitoring Agent



Basic architecture of the system: Controller

- Receive a job
- Decide on which path a job must take
- Send data to application
- Receive data from application
- Send a result to user

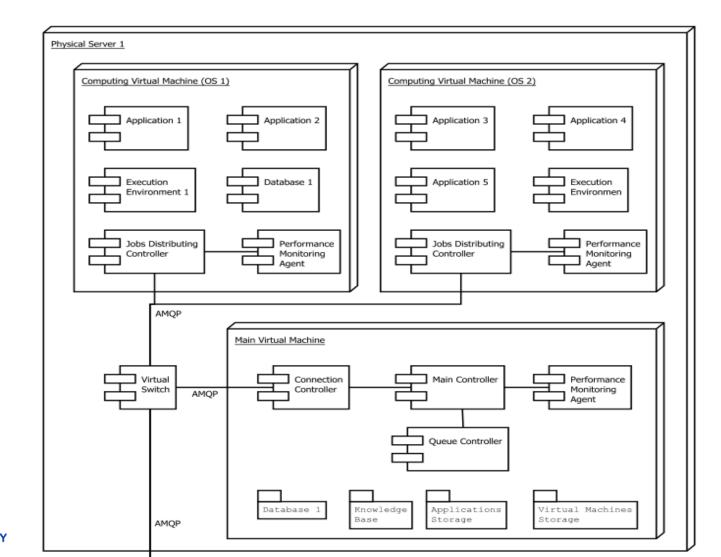


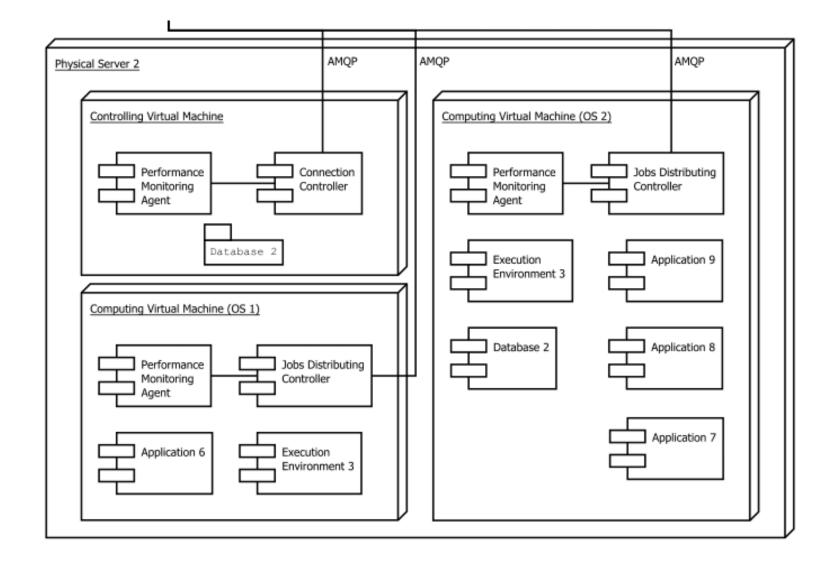
Basic architecture of the system: Optimization

- Monitor performance and available resources
- Search for a path
- Store knowledge about performance for future use



Architecture of the system



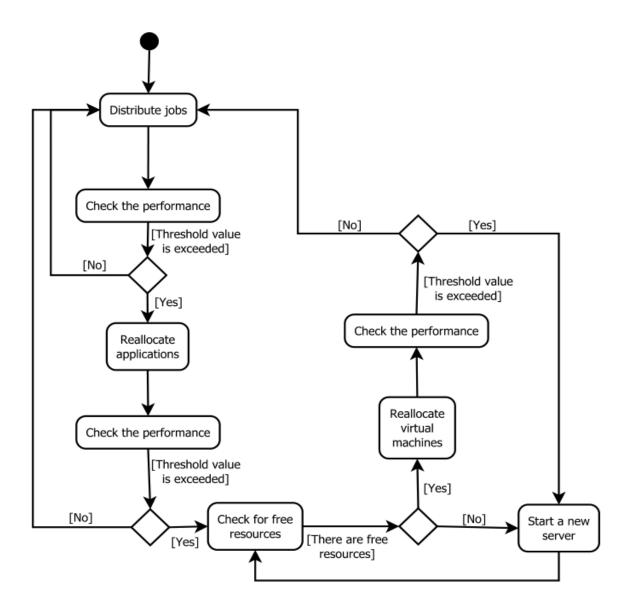




The algorithm

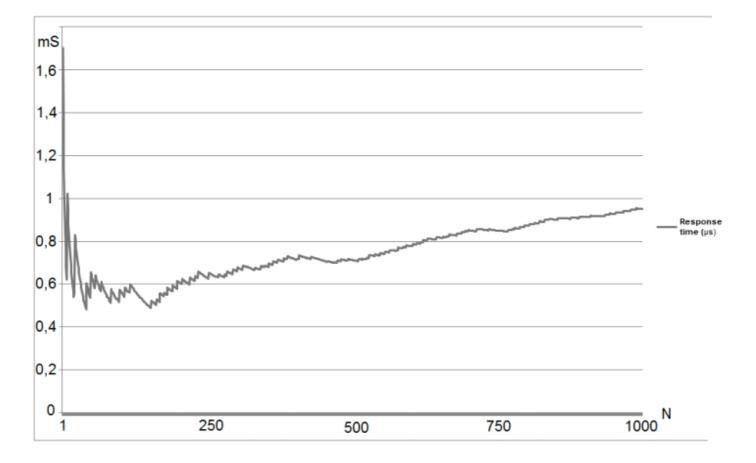
- Jobs queuing step
- Applications redistributing step
- ODetermine application with lowest performance
- ODetermine virtual machine with highest performance and maximum free resources
- OCheck if there are enough resources
- **O**Reallocate application
- Migration and creation of virtual machines
- Starting or stopping physical servers





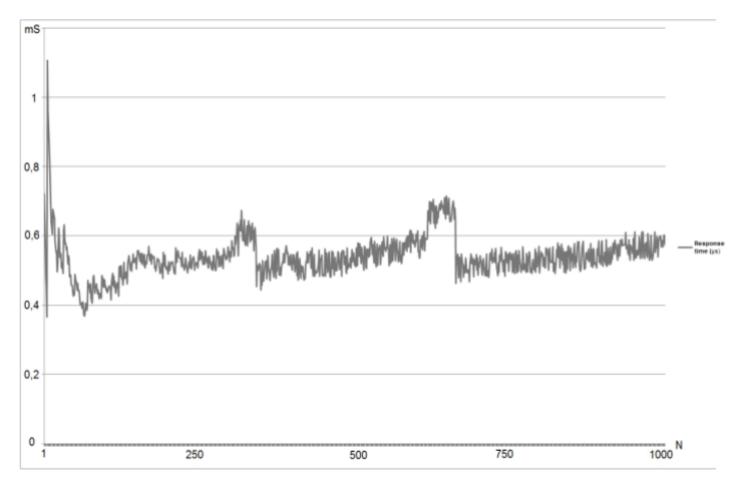


Experiments results: First step only



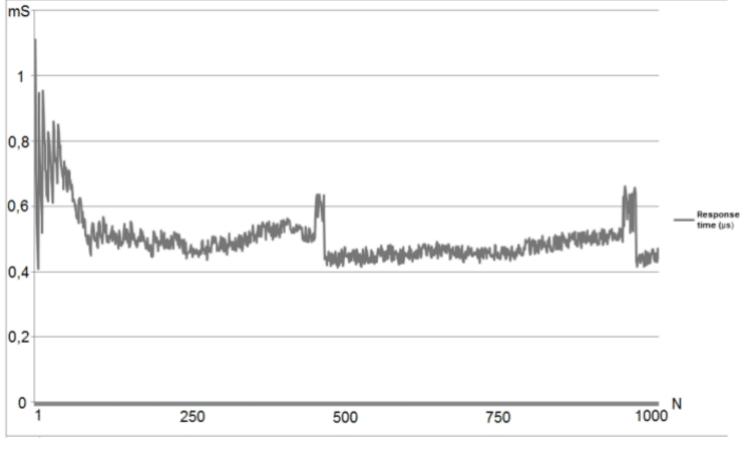


Experiments results: Second step only





Experiments results: First and Second steps together





Conclusion

- The performance of the system was improved by using two optimization methods.
- Use of a multi-leveled optimization shows its potential.
- Future work lies in implementing two last steps.



Thank you for your attention



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